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Hoosier Archives was originally a periodic listing of the Diplomacy archives of Walter Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, Postal Diplomacy Congress, and V-P/Treas., International Diplomacy Association. It is now primarily a Diplomacy genzine devoted to articles on good play, demonstration games such as the Multiple Winners Invitational (1972CR) now in progress, rating systems, and game news. Information from the archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing. (See the last archives listing in Hoosier Archives #53 for zines needed.) Many original spares are now available from the archives; more are solicited so as to make them available to others. A subscription to Hoosier Archives is 13/\$2.00 or 6/\$1.00; back issues are 15¢ apiece (20% discount for all available). Ask for #87 to get a list of all articles through #90. This is Albatross Press publication #99.



OUT OF THE ARCHIVES NO. 25

During his recent visit, Charles Reinsel reminded me of a series of articles that he had written and published in Big Brother #47, 51, and 54 and asked if I would like to reprint them in Hoosier Archives. After reading them, I could have kicked myself for not getting Charles' permission to reprint them sooner. Unlike many Diplomacy articles which deal with the author's theory on how the game should be played, the Reinsel articles deal with proven fact and statistics. It was very enlightening to me to find that many of the accepted theories of the game are indeed borne out by the facts that Charles has discovered. Maybe he should be called the hobby's Isaac Newton! Anyway, what follows is Charles' brilliant three-article series slightly edited into one article.

STATISTICS OF THE POSTAL DIPLOMACY GAMEBOARD
by Charles N. Reinsel

The Diplomacy board has a total of 75 spaces to which pieces may move. (A chess board has just 64 spaces.) 56 of these spaces are land provinces, 19 are sea spaces and 14 of the spaces are landlocked and may be entered only by armies. Fleets may go to the 19 sea spaces and 42 of the coastal land areas for a total of 61 spaces. (This is five more than the 56 spaces that armies may move to.) Of the 56 land provinces, 34 are supply centers and 22 are non-supply provinces. Of the 14 spaces that may be reached only by armies, 7 are supply centers and 7 are not.

Country	A	B	C	D	E	F	G	H	I
England	6	3	3	0	0	6	5	3.0	3.8
France	6	3	3	2	2	5	8	4.5	2.2
Germany	6	3	3	3	3	6	11	5.2	1.8
Italy	6	3	3	2	0	6	7	3.7	3.5
Austria	6	3	3	3	2	5	10	5.7	0.5
Russia	7	4	3	3	3	6	11	4.4	1.8
Turkey	5	3	2	1	1	5	5	2.8	3.4
Total:	56	34	22	-	-	-	-	-	-
(Neutrals)	14	12	2	-	-	-	-	3.1	3.9
(Sea Spaces)	-	-	19	-	-	-	-	-	6.1

Explanation of the above chart:

- A = Total provinces in homeland
- B = Number of Supply Centers
- C = Non-Supply provinces
- D = Borders other Major Powers
- E = Borders Neutral Supply Centers

- F = Homeland border spaces*
- G = Foreign spaces along border*
- H = Average Mobility of army units
- I = Average Mobility of fleets

*If F is greater than G, it is a favorable situation. However, if G is greater than F, the

border situation is unfavorable. Note Germany which seldom wins a game.

**Mobility is hereby defined as the number of adjoining spaces to which a piece may legally move.

Note that Austria has the greatest land mobility and this is why Austria is the most fun to play. Turkey, of course, has the least land mobility. England, of course, has the greatest sea mobility and Austria the least.

The most important sea space is the North Sea which has a fleet mobility of 11. Close behind are the Mid-Atlantic Ocean and the Ionian Sea which both have a fleet mobility of 9. The weakest sea space with a mobility of only 3 is the Barents Sea. Controlling the sea spaces with the greatest mobility can win the game.

As far as armies are concerned, the most important spaces are Burgundy, Munich and Galicia. Whoever controls these should win the game. Their mobility ratings are 7. The weakest land spaces are North Africa, Tunis and Portugal with 1 each.

Fleets on a coast fare best in Denmark, Norway and Sweden where they all have a mobility of 6. The worst fleet positions are Syria, Portugal and the North Coast of St. Petersburg.

When diplomacy fails, there will be wars and certain facts about possible wars are hereby presented. The following abbreviations are used: B. C. = Border Confrontation; A. M. = Average Mobility of Border Pieces; Key = Key for (Blank) to win the war.

Direct Land Wars

Enemies	B. C.	A. M.	Key
Fra-Ger	1-2	7.0-6.0	Belgium
Fra-Ita	1-1	3.5-3.5	Gulf of Lyon
Ger-Aus	2-3	6.5-6.0	Warsaw
Ger-Rus	2-2	4.8-5.0	Baltic & Galicia
Ita-Aus	2-2	4.0-5.3	Adriatic Sea
Aus-Rus	1-2	7.0-5.5	Rumania & Silesia
Rus-Tur	1-1	3.5-3.5	Black Sea

Indirect Land Wars

(Figure here under B. C. means the offensive power in armies or fleets.)

Enemies	B. C.	Need to control
Ger-Ita	1-1	Tyrolia
Aus-Tur	1-1	Serbia & Bulgaria

Naval Wars

(Figure here under B. C. means the offensive power in armies or fleets.)

Enemies	B. C.	Need to control
Eng-Fra	2-1	English Channel
Eng-Ger	2-1	North Sea
Eng-Rus	2-1	Norway & Norwegian Sea
Eng-Ita	1-1	Mid-Atlantic Ocean
Ita-Tur	1-1 (at best)	Ionian Sea

Note that individual statistics are sometimes pretty bare of meaning, but are needed to program for a computer, for instance. However, they do tell us if it is an even chance or if one side or the other is favored in a certain war situation. Most important is the overall picture you get and the help all of the facts give us during the diplomacy period in deciding who to war with and when. "There will always be Wars and rumors of Wars," but it helps when you can pick the battleground, the opponent, and the time of battle.

These statistics should help a country make the above decisions. They help me and I guess that is what counts as I sift through the mounds of facts.

It needs to be noted that among equal players in ability and experience that the single player should always lose to the two. However, outside influences (this is where diplomacy helps!) and, in some of the possible situations on the board, a player who is better or more experienced may hold off two opponents and in some few cases, even lick them both at the same time. In these cases, victory is so sweet!

There are certain positions on the board that cannot be forced except from behind. A pair of examples I've read about are: England: F Mid Held, F Por S F Mid, F Nat S F Mid; Turkey: A Sev S A Ukr, A Ukr S A Gal, A Gal S A Ukr, A Bud S A Gal, A Boh S A Gal, A Tyr S

A Boh, F Pic S F Lyc, F Lyc S F Wes, F Wes S F Iyo, and F Naf S F Wes.

Having won two games of postal Diplomacy and drawn another, I, of course, have formed a few opinions as to how the game should be played.

However, now I want to record the basic mobility factors of each of the spaces of the Diplomacy board as my original notes are getting somewhat worn and I have had many requests for this basic list anyway. These abbreviations are used: A (Army) = pertains to the mobility of an Army in said space; F (Fleet) = pertains to the mobility of a Fleet in said space.

<u>England</u>	<u>A F</u>	<u>Italy</u>	<u>A F</u>	<u>Germany</u>	<u>A F</u>	<u>Russia</u>	<u>A F</u>
Edi	3 4	Pie	4 3	Kie	5 5	Fin	3 3
Cly	2 4	Ven	6 3	Ber	4 3	StP	4 2-N
Liv	4 4	Tus	3 4	Pru	4 3		3-S
Wal	3 4	Rom	4 3	Ruh	5 0	Liv	4 4
Lon	2 4	Apu	3 4	Mun	7 0	War	6 0
Yor	4 3	Nap	2 4	Sil	6 0	Mos	5 0
<u>France</u>	<u>A F</u>	<u>Austria</u>	<u>A F</u>	<u>Turkey</u>	<u>A F</u>	<u>Ukr</u>	<u>5 0</u>
Bre	3 4	Tyr	6 0	Con	3 5	Sev	4 3
Pic	4 3	Boh	5 0	Ank	3 3		
Par	4 0	Gal	7 0	Smy	4 4		
Bur	7 0	Vie	5 0	Arm	4 3		
Gas	5 3	Bud	5 0	Syr	2 2		
Mar	4 3	Tri	6 3				

<u>Neutral Non-Supply Centers</u>	<u>A F</u>	<u>High Seas Fleets</u>	
Naf	1 3	Bar	3
Alb	3 4	Nug	6
<u>Neutral Supply Centers</u>	<u>A F</u>		
Tun	1 4	Nth	11
Per	1 2	Ska	4
Spa	3 3-N 5-S	Hel	4
		Bal	7
Bel	4 4	Bet	5
Hel	3 4	Eng	8
Den	2 6	Iri	5
Nor	3 6	Nat	5
Sue	3 6	Mid	9
Ser	6 0	Lyc	6
Rum	6 3	Wes	6
Gre	3 4	Tyr	7
Bal	4 3-E 3-S	Ion	9
		Adr	5
		Aeg	6
		Eas	4
		Bla	6

For ratings of the average mobility of the armies and fleets of the different nations, see columns "H" and "I" of the first chart.

There were a few conclusions to be noted here. The higher the number of a space, the more important that space is. To win with fleets you must control the North Sea, the Mid-Atlantic, and the Ionian Sea. To win with armies, you must control Burgundy, Munich, and Galicia. Whenever tactics allow a choice, always consider taking the space with the higher mobility factor. Besides, these spaces are easier to defend as well as being in control of larger sectors of the playing board. Too many fleets are useless; however, in the case of England or Turkey and sometimes France or Italy, too, few may be just as bad.

Yes, "Diplomacy" is 50% of winning a game of Diplomacy, but a good player in tactics will be high in ratings! Good luck in your next game.

((Speaking of statistics, turn the page for some that are now due. We present Allan Calhamer's favorite rating system, the Calhamer Point Count Rating List!))

4.

CAIMANER POINT COUNT RATING LIST (214)
 (Austria Passes France!)

<u>Country</u>	<u>W</u>	<u>T</u>	<u>D</u>	<u>4D</u>	<u>5D</u>	<u>6D</u>	<u>Total</u>
Russia	39	4	2	2	4	1	43.133
Turkey	32	4	7	1	7	1	38.150
England	30	2	6	2	7	1	35.067
Austria	27	1	4	0	3	1	29.600
France	25	1	6	2	6	1	29.367
Italy	16	1	3	2	7	0	19.400
Germany	15	3	2	3	6	1	19.283
Total	184	8	10	3	8	1	214

9.450	Edi Birsan	1.700	Dan Barrows	1.000	(cont.)
8.333	John Smythe	1.583	Charles Welsh		Bob Rosenfeld
7.233	Andy Phillips	1.533	Don Berman		Rich Rubin
6.200	Doug Beyerlein	1.500	Rick Brooks		Chris Schleicher
	Gene Prosnitz		Frank Clark		John Shutelock
6.000	Brenton Ver Ploeg		Bob Johnson		Bob Strayer
			Banks Mehane		Russell Tulp
5.200	John Beshara	1.450	Dave Johnston		Arnold Vagts
5.067	Charles Turner	1.250	Ed Halle		Bob Ward
5.000	Hal Naus	1.200	Hugh Anderson	.600	Colin Watson
4.333	Jerry Pournelle		Ted Holcombe		Jeff Wolfe
4.167	Mike Goldstein		Gary Jones	.500	Norman Zinkhan
4.000	Randy Bytwerk	1.000	Peter Ansoff		Jerry White
	Thomas Eller		Steve Bobker		Ken Davidson
	John Koning		Ken Borecki		Terry Kuch
	Charles Wells		Peggy Bowers		James Latimar
3.700	Pete Rosamilia		Ron Dellbringge	.333	Fausto Calakria
3.367	Rod Walker		Jack Fleming		Henry Krigsman
3.333	Len Lakofka		Margaret Gemignani		Ken Levinson
	Lewis Pulsipher		Michael Grayn		Bob Matthews
3.200	Dave Lehling		George Grayson		Robert Nudelman
3.000	James Pygert		Thomas Griffin		Joseph Proskauer
	Don Miller		Jack Greene		Mark Tonnesen
	Derek Nelson		Glen Herta		Ken Valentine
	Buddy Tretick		Allan Huff		John Van De Graaf
	Monte Zelazny		George Inzer		Chris Wagner
2.950	Conrad von Metzke		Robert Katzie		Paul Wood
2.917	Larry Feery		Jeff Key	.250	Chuck Carey
2.533	John McCallum		Bruce Kindig		Russ Jones
2.500	Bud Pendergrass		Bob Kinney		Cliff Ollila
2.333	Charles Reinsel		Kurt Krey	.200	Brian Bailey
2.200	George Schelz		Paul Leitch		Sid Chechran
	Mehran Thomson		Dave Kindsay		Larry Justus
2.000	Walt Buchanan		James MacKenzie		O. L. De Witt
	Lee Childs		David May		Bruce Gletty
	Jeff Power		Richard Miller		Sherry Heap
1.817	Larry St. Cyr		Jim Monroe		Eric Just
			Eric Nielsen		Oktay Oztumali
			Sam Nierenberg		Rich Purdy
			Brad Payne		Bud Stowe
			Harold Peck		Sid Witt
			Bruce Pelz		Pete Wityk
			Hank Reinhardt		
			Tom Rosenbaum		

The Boardman Numbers for the games rated above are as follows:

1963: B	1968: C-P, R-T, V-Z, AC, AE, AG-AL, AN-AO,
1964: A-B, D	AV, AX-BC, BS-BU, BY-CB, CD, CF, CH-
1965: A-I, K-M, P-U, W	CI, CK-CM, CP, CW
1966: A-D, H-I, L-O, R-T, Z-AC, AE, AG-	1969: C, E-H, K-M, P, R-V, X-Z, AB-AC, AF,
AI, AK-AM, AO, AQ, AS-AV, AZ, BE-	AZ-BA, BC-BE, BG, BI, BK, BO, BX-CB,
BD, BG, BI-BL, BN-BO	CE, CG, CK-CL
1967: A-B, E, H-J, N-P, T-W, Y-AC, AF-AH,	1970: A-B, D, F, J, M-N, W, AA, AD, AF, AJ,
AJ-AL, AO-AU, AW, AZ-BC	AQ, AZ, BB, BN, BQ, BS
	1971: F, BC, BH
	1972: AF

Note: The above list is believed to be complete for games meeting the rating criteria of Hoosier Archives #76. I have finally had a chance to go back and check original sources in all cases. In the future, the list will be updated periodically as a significant number of new games finish. Although I will be on the lookout for them, all players and GM's are encouraged to inform me of game completions. Unfortunately, it is uncertain at the present time whether the hobby will continue to have the invaluable information heretofore provided by Rod Walker's Numeronix.

RECENTLY COMPLETED GAMES

The following 17 games were added to the preceding Calhauer Point Count Rating List. This bring the total games rated to 214. (As mentioned in Hoosier Archives #76 re rating criteria, 1965V, 1966E, F and K have been deleted since the "Spring Raid" was used. Also, the winners of 1967Y, 1968AZ and 1968CA were deleted since they were replacements with less than 3 game years. Their countries have been counted in the country totals, however.) The winner, his country, and the zine the game was finished in appear after the applicable Boardman Number. Multiple names after the same number indicate a draw.

Boardman Number	Winner	Country	Zine
1967A	Charles Welsh	Austria	sTab
	Jerry Pournelle	England	
	Andy Phillips	Italy	
1969P	Pete Wityk	France	The Voice
	Bud Stowe	Germany	
	Gary Jones	Italy	
	Larry Justus	Russia	
	Rich Purdy	Turkey	
1969V	Brenton Ver Ploeg	England	Costaguana
1969AB	Brenton Ver Ploeg	Germany	Brobdingnag
1969BD	Lee Childs	Austria	Daily Planet
1969BE	Len Lakofka	Austria	Verbal Chaos
1969CG	Brenton Ver Ploeg	Austria	sTab
1970B	Brenton Ver Ploeg	Austria	Liaisons Dangereuses
1970F	Andy Phillips	England	Diplophobia
	Mark Tonnesen	Germany	
	Fausto Calabria	Turkey	
	Bruce Kindig	Russia	Daily Planet
1970AA	Len Lakofka	England	Atlantis
1970AJ	Randy Bytwerk	Turkey	Saeta
1970AZ	Walt Buchanan	Russia	Graustark
1970BN	Ted Holcombe	France	Erehwon
1971F	Edi Birsan	France	Hoosier Archives
1971BC	Paul Wood	Austria	Red Dragon
1971BH	John Van De Graaf	France	
	Bob Matthews	Italy	
	Michael Grayn	Russia	Moeshoeshoe

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